



INSTRUCTION BOOKLET

VIVENDI UNIVERSAL

games

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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## Introduction

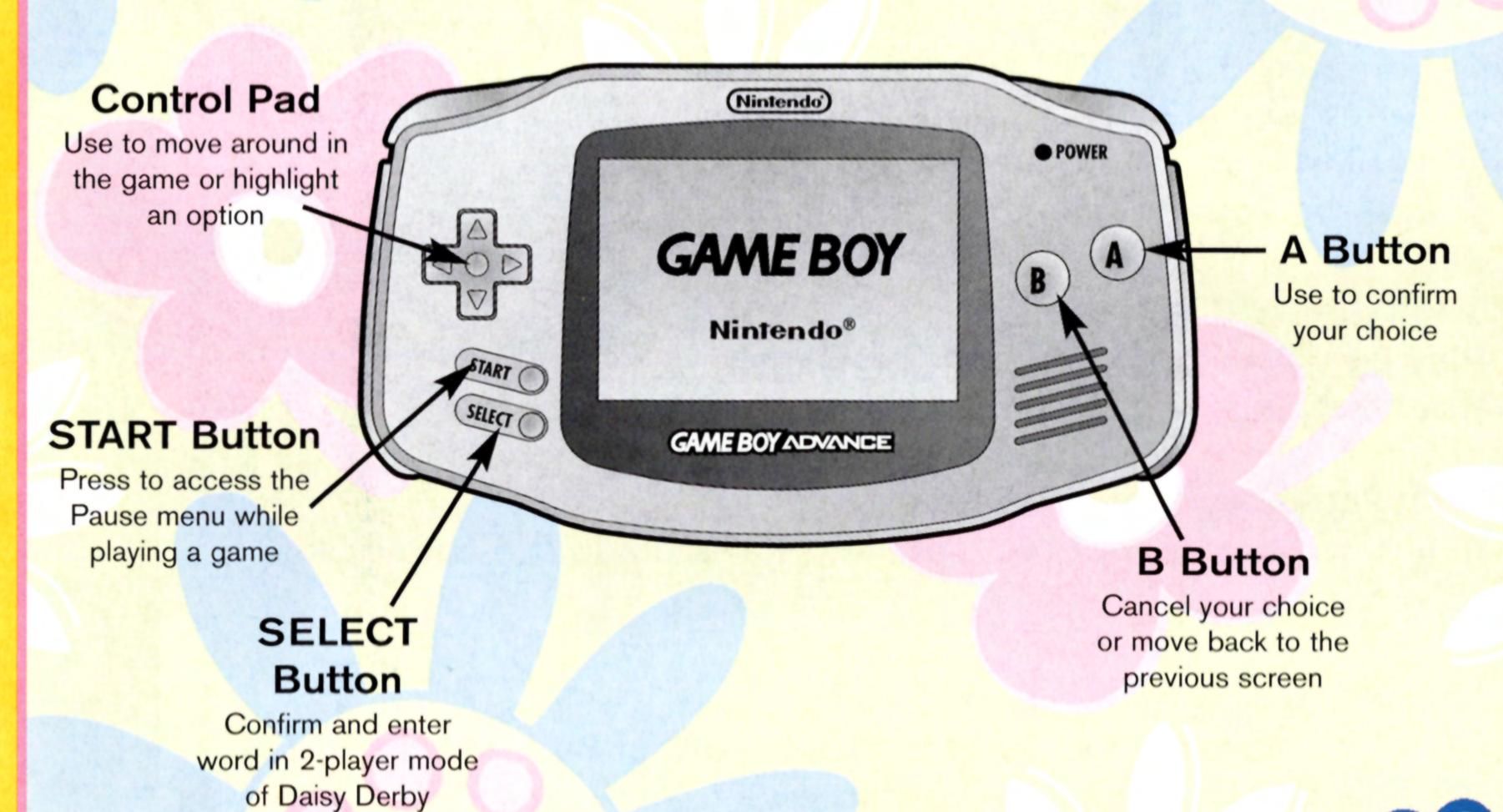
With Barbie™ Groovy Games you can choose from a collection of nine popular, classic mini-games that Barbie™ loves to play! Barbie™ is ready to go out on the town for a day of fun and games. There are lots of cool places to go. Take a trip to the beach to play checkers, or play tic-tac-toe in the park with blooming flowers and fluttering butterflies. You can meet up with Skipper™ at the disco to play a dance game or even dish up four scoops of your favorite flavor to win at the ice-cream parlor. With so many games to play, you'll have hours of on-the-go fun! You can choose to play with Barbie™ or one of her six closest friends! Or challenge one of your own friends to a match for multiplayer fun.

### **Getting Started**

Be sure the Game Boy® Advance POWER switch is OFF. Insert Barbie™ Groovy Games Game Pak into the Game Boy® Advance system. Turn the POWER switch ON. When the Barbie™ title screen appears, press START; this will take you to the Main Menu.



# Game Boy® Advance Controls





### Main Menu Screens

#### Choose 1 or 2 Players

Use the Control Pad Left-Right arrows to steer the wheel until the option you want is highlighted. Then press the A Button to confirm your choice.



#### 1 Player

Play on your own or against the Game Boy<sup>®</sup> Advance in 2-player games like checkers.

#### 2 Players

Play with another person by taking turns using the Game Boy® Advance.

#### Choose a Friend



Choose from Barbie™ and six of her best friends! Use the Control Pad Left-Right arrows to scroll through the friends. When you see one you would like, press the A Button to make your selection.



#### In 1-Player Mode

Play on your own against the Game Boy® Advance.

First, choose the friend that you would like to be. Then choose another friend for the Game Boy® Advance to be when you play 2-player type games like checkers or 4 scoops.

#### In 2-Player Mode

First, you and your friend decide who will go first. That person is always Player 1. Player 1 chooses Barbie™ or another friend to play as. Then Player 2 can choose a friend. You must each choose a different friend to play for you.

When you have made your choice, you are ready to start a new game.



#### Choose a New Game

Drive around town to find a game to play. The game's "location" is shown through the car's windshield. Use the Control Pad Left-Right arrows to steer the wheel and move from one location to the next. When you arrive at a game you want to play, press the A Button to choose it.





### Choose a Level of Difficulty

There are three levels of difficulty to choose from—Easy, Medium and Hard. Simply turn the wheel using the Control Pad Left-Right arrows until the level you would like is highlighted. Then press the A Button to make the selection.

### Starting a New Game

When you arrive at the game you want to play, you can either start the game right away or read the instructions to get a quick review of the game controls and rules. Using the Control Pad Left-Right arrows, steer the wheel until the option you would like is highlighted. Then press the A Button to make the selection. Choosing "Start Game"

begins the selected game. Selecting "How to Play" displays the game instructions.

#### Pause Menu

Pressing START at any time during a game will bring you to the Pause Menu. Use the Control Pad Up-Down arrows to highlight one of the three choices below.





Then press the A Button to make the selection:

- \* Continue Continue the game you are playing.
- \* Restart Return to the beginning of the game you were playing.
- \* Exit Return to the car, where you can select a new game to play.

### Play Again?

When a game is complete, you will be asked if you want to play again. Using the Control Pad Left-Right arrows, highlight "Yes" or "No." Then press the A Button to make the selection. If you choose "Yes," the game will reset and you can start again. If you choose "No," you will be taken back to the car, where you can choose another location to visit.

# D.J. Booth at the record store



Control Pad Choose a CD Up-Down, or CD case Left-Right

A Button Flip over the CD or CD case

For a "Jinx" Press the Special Play A Button to place the "Jinx"

CDs and their CD cases are all mixed up, and it's up to you to put them back together. Each match is worth 10 points.

The winner is the friend with the most points when all matches have been made.





Some items will have a "Wild," "Jinx," or "Mix" special play.

- \* Wild If you choose a Wild CD, the matching case is automatically shown, giving an easy 10 points, plus a free turn. If you choose a second wild item, you'll get a 10-point bonus and another free turn.
- \* Jinx If you choose a Jinx CD and find the matching case, you can pick a CD to jinx. The friend who picks the jinxed CD later in the game loses 10 points and the turn is ended—so remember which CD you jinxed!
- \* Mix If you choose a Mix CD, the CDs and cases still on the screen are mixed up. If you can make a match on a Mix play, a 10-point bonus is awarded too!



# Tic-Tac-Toe at the park



Control Pad Up-Down, Left-Right A Button

Choose a square

Place the butterfly or flower

Try to get three items of the same kind in a row—either up-down, left-right or diagonally. You have a choice of pretty blooming flowers or cool fluttering butterflies. Use the Control Pad Up-Down, Left-Right arrows to select a square. Then press the A Button to put your flower or butterfly on the square.





# Four Scoops at the ice-cream parlor

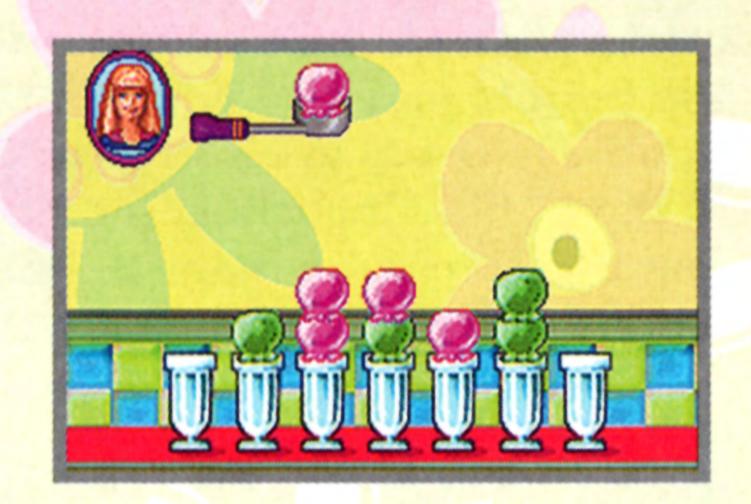


Control Pad Up-Down, Left-Right

Move the ice cream scoop

A Button Drop the ice cream

First, choose a flavor of ice cream. Then, stack the ice cream, scoop by scoop, and try to get four scoops of the same flavor in a row, either up-down, left-right, or diagonally.





## Bubble Machine at the hair salon



Control Pad Move the bubble

Up-Down, pointer

Left-Right

A Button Launch a bubble

The bubble machine at the hair salon is on the fritz, and it's squirting out

multicolored bubbles. Use the Control Pad Left-Right arrows to point the bubble machine and launch the bubbles. You can see which color

bubble is ready to be released by looking at the bubble launcher. The object of the game is to pop as many bubbles as you can before they fill the screen.





When your bubble touches two or more bubbles of the same color, they will all pop!



\* Heart Bubbles - If you can touch one of these floating hearts with your bubble, you will get extra points! Small hearts are worth 25 points, medium hearts 50, and large hearts 75.



\* Star Bubbles - There are two types of star bubbles.

Orange Star Bubble - If you can touch an orange star bubble with your bubble, all the bubbles touching it will pop no matter what their color.

Purple Star Bubble - Touch a purple star bubble and all the bubbles in that row will pop.

#### 2 Players

When the screen is full, it's your friend's turn. The player with the most points wins.

\* If you reach a score of 10,000, you have beaten the game!



### Checkers at the beach



Control Pad Choose a checker

Up-Down, Left-Right

A Button Confirm the selection

Control Pad Choose a square on Up-Down, the board

Left-Right

A Button Place the checker

Take turns moving your checkers across the board. You can only move forward diagonally one square at a time, and always onto an empty square. When you jump over your friend's checker, it will disappear!

The goal is to make all your friend's checkers disappear, or to play until there aren't any empty squares for your friend's checkers to land on.





Use the Control Pad Up-Down, Left-Right arrows to place the arrow on the screen over the checker you want to move. If there is no empty space for a checker to land on, the arrow will be red and you must pick another checker.

When the arrow is green, press the A Button to select the checker. To move

the checker, use the Control Pad Up-Down, Left-Right arrows to pick a square on the board. When the arrow is green, press the A Button to select the square.

If it is possible to jump the other player's checker, you must do so.

#### **Making Kings**

When your checkers reach the other side of the board, they will be "crowned." Crowned checkers are the best; they can move either forward or backward to help you win the game.

# Daisy Derby at the toy store



16

Control Pad Scroll through the letters

Up-Down, of the alphabet

Left-Right

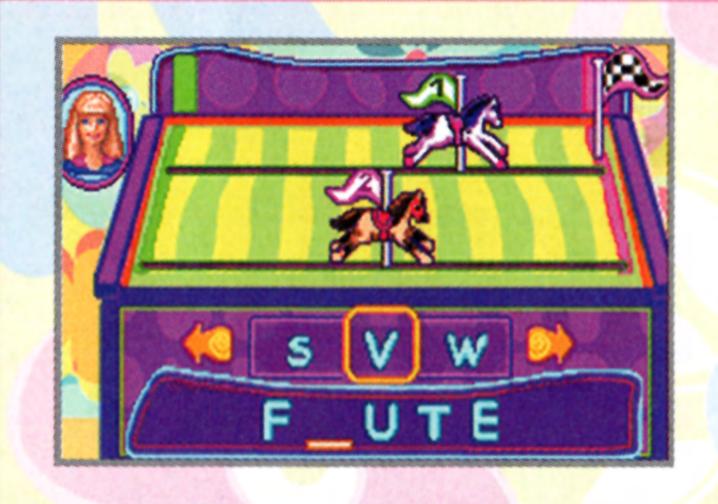
A Button Select a letter

In Daisy Derby, you must guess all the letters in a secret word. You and your friend have horses that race

towards the finish line after each guess. If you guess a letter correctly, your horse moves forward. If you guess wrong, your friend's horse moves forward. The first horse to pass the finish line wins!

Use the Control Pad Left-Right arrows to scroll through the letters of the alphabet. Then press the A Button to make a selection. The letter will disappear from the alphabet list, and if the letter you chose

is correct, it will show up in the secret word. If you have selected the Easy level of difficulty, one or two letters will be revealed to help you guess the word.



#### 2 Players

Both Players Against the Game Boy® Advance

You and your friend take turns guessing the secret word. First, choose your horses. Then take turns choosing a letter. If you guess a letter correctly, your horse moves forward. The first horse to pass the finish line wins!

#### Player 1 Against Player 2

First, choose your horses. Then Player 1 enters a secret word of at least three letters. Use the Control Pad Left-Right arrows to scroll through the alphabet and the A Button to choose a letter. If you make a mistake, you can use the B Button to erase a letter.

When you are finished entering your word, press the SELECT key to confirm. Now your friend tries to guess the letters in your secret word. If your friend guesses a letter correctly, his or her horse moves forward. If your friend guesses wrong, your horse moves forward. The first horse to pass the finish line wins!

### Groove and Move at the disco

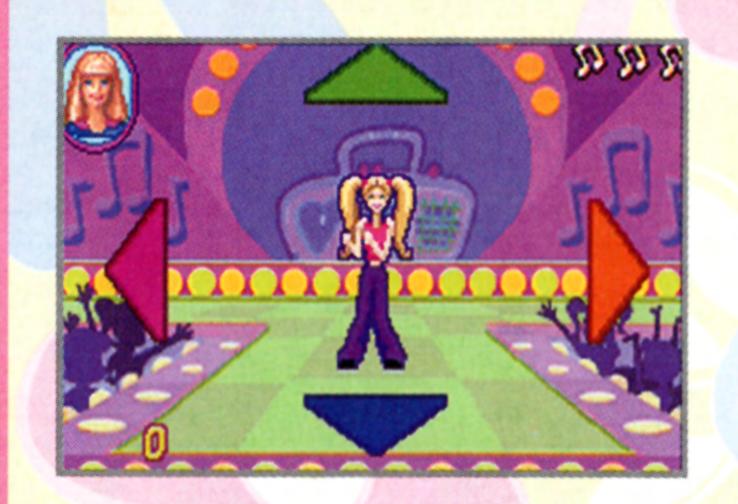


Control Pad Up
Control Pad Down
Control Pad Left
Control Pad Right
A Button
B Button

Dance Up
Dance Down
Dance Move to Left
Dance Move to Right
Special Dance Move
Special Dance Move

Skipper™ is at the disco and she needs your help to dance in perfect time to the beat! The lights on the screen will show you which way Skipper™ needs to move. On the beat, press the Control Pad Left-Right and Up-Down arrows or the A or B Button that matches the arrow lit up on the screen. The closer to the beat you get, the more points you score. If you score 10,000 points, you have beaten the game!





#### 2 Players

Take turns helping Skipper™ follow the lights on the screen. Use the Control Pad Left-Right and Up-Down arrows or the A or B Button. The closer to the beat you get, the more points you score.

If you make a wrong move or don't press the button in time, your turn ends. The player with the most points wins the game.



# Conga Line at the dance studio



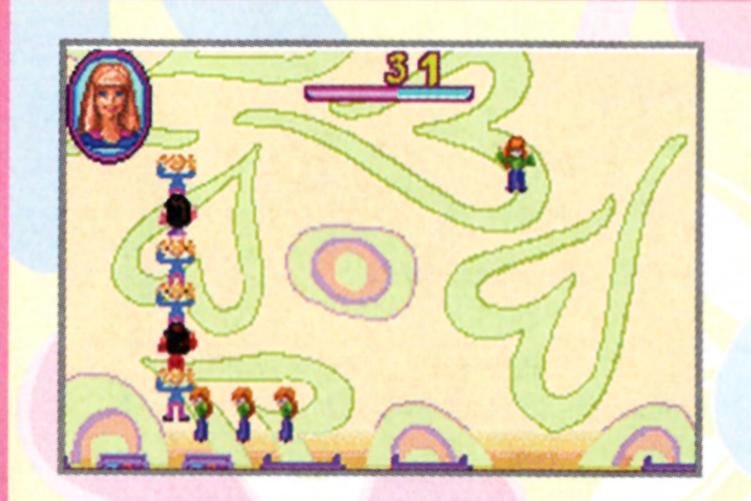
Control Pad Move dancers
Up-Down,
Left-Right

See how long you can make the congaline of dancers without dancing into the walls or other dancers!

Move the dancer around the screen using the Control Pad Left-Right and Up-Down arrows. To make the line longer, look for more dancers to add—the pink arrow at the bottom right of the screen will point you in the right direction.

When you see another girl dancing, move over to her and she will join the end of the line. You have a limited time to find each new dancer.





At the top center of the screen, you will see a time meter that moves down as you use up your time. If you don't find the dancer before you run out of time, the game is over.

The faster you can find the new dancer, the more points you score! You can score between 1 and 10 points for each dancer.

#### 2 Players

Each friend takes a turn to see who can make the longest line. If you dance into the walls or the rest of the line of dancers, your turn is over. The friend with the most points wins.



# Gems and Jewels at the jewelry store



Control Pad Choose a square Up-Down, on the board Left-Right

Control Pad
Up-Down,
Left-Right
Choose a gem or jewel
for the other player

A Button Place the gem or jewel

Line up four matching pieces in a row—either up-down, left-right or diagonally. There are four types of matches: same size, same color, same shape, or even all solid or all hollow.

To start the game, use the Control Pad Up-Down and Left-Right arrows to choose a piece for your friend to place on the board. Once your

friend has placed the piece, he or she will chose a gem or jewel for you to place. The first person to make a row of four matching pieces wins. Be careful not to give your friend the winning piece!

Use the Control Pad Up-Down and Left-Right arrows to pick a square on the board. Then press the A Button to confirm your selection.

There are eight ways to win Gems and Jewels. Here are some examples of winning lines:





All 4 pieces in this line are big.



All 4 pieces in this line are the same shape.



All 4 pieces in this line are hollow.



All 4 pieces in this line are the same color.



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# Scores



# Scores



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